

AMENDMENT TO THE CLAIMS

This listing of claims will replace all prior versions, and listing of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device comprising:

a display device;

an input device; and

a processor in communication with the display device and the input device, said processor programmed, for each play of a game, to:

(a) cause a plurality of masked selections to be displayed to a player by the display device;

(b) associate a plurality of different values with the masked selections prior to said masked selections being picked by the player and without displaying which values are associated with which masked selections;

(c) enable the player to pick a plurality of said masked selections for at least two designated number of predetermined sets, each of said predetermined sets being associated with a plurality of predetermined value displayssaid designated number being at least two;

(d) for each of said each of the designated number of predetermined sets, determine a plurality of said values for said predetermined value displays associated with in-said predetermined set by enabling the player to pick a plurality of said selections for said set, wherein the plurality of determined values in each set are based on the values associated with the selections picked by the player for said predetermined set;

(e) cause a display of each of the predetermined sets and the values of each predetermined value display associated with in each predetermined set;

(f) generate at least one award by selecting, for each one of the predetermined sets and regardless of an amount of any of the values, at least one but not all of the plurality of values of the predetermined value displays, said

~~selection occurs associated with the selections picked by the player in the predetermined set regardless of an amount of any of the values of the predetermined value displays associated with said predetermined set; and~~

(g) provide said award to the player.

Claim 2 (currently amended): The gaming device of Claim 1, wherein at least the largest value of the predetermined value displays associated with the predetermined sets is selected.

Claim 3 (currently amended): The gaming device of Claim 1, which includes a plurality of predetermined sets that each yield an award by selecting at least one but not all of the plurality of values of the predetermined value displays associated with said predetermined set and a resulting award provided to the player generated by the processor by performing at least one mathematical operation on the yielded awards ~~from the predetermined sets.~~

Claim 4 (currently amended): The gaming device of Claim 1, which includes a plurality of predetermined sets that each yield an award by selecting at least one but not all of the plurality of different values of the predetermined value displays associated with said predetermined set and a resulting award provided to the player by selecting at least one of the yielded awards ~~yielded from the plurality of predetermined sets.~~

Claim 5 (canceled).

Claim 6 (currently amended): A gaming device comprising:

a display device;

an input device;

a processor in communication with the display device and the input device, said processor programmed, for each play of a game, to:

(a) cause a plurality of masked selections to be displayed to a player by the display device;

(b) associate a plurality of values with the masked selections prior to said masked selections being picked by the player and without displaying which values are associated with which masked selections;

(c) enable the player to pick a plurality of said masked selections for at least two designated number of predetermined sets, each of said designated number being at least two predetermined sets being associated with a plurality of predetermined value displays;

(d) for each of ~~the designated number of~~ said predetermined sets, determine a plurality of said values for said predetermined value displays associated within said predetermined set by enabling the player to pick a plurality of said selections for said set, wherein the plurality of determined values in each set are based on the values associated with the selections picked by the player for said predetermined set;

(e) cause a display of each of the predetermined sets and the values of each predetermined value display associated with in each predetermined set;

(f) generate a plurality of awards, by selecting, for each one of the predetermined sets ~~and regardless of an amount of any of the values,~~ a plurality of but not all of the values of the predetermined value displays, said selection occurs regardless of an amount of any of the values of the predetermined value displays associated with ~~the selections picked by the player in said predetermined set;~~

(g) generate a resulting award by performing at least one mathematical operation on the generated awards ~~generated from the predetermined sets;~~ and

(h) provide said resulting award to the player.

Claim 7 (currently amended): The gaming device of Claim 6, wherein the display device displays the ~~selections and reveals values~~ associated with the masked selections that are not picked by the player.

Claim 8 (currently amended): A gaming device comprising:

- a display device;
- an input device; and

a processor in communication with the display device and input device, said processor programmed, for each play of a game, to:

- (a) cause a plurality of selections to be displayed by the display device to a player;
- (b) associate a plurality of masked values with ~~the said~~ selections prior to said ~~masked~~ selections being picked by the player and without displaying which masked values are associated with which selections, wherein the associated masked values are each greater than zero;
- (c) enable the player to pick a plurality of said ~~masked~~ selections for at ~~designated number of~~ at least two sets, each of said sets being associated with a plurality of predetermined value displays ~~designated number being at least two~~;
- (d) form ~~each the designated number of sets by determining of said values, wherein each set includes a plurality of said values for and each of said predetermined value displays associated with said set~~ sets is determined by enabling the player to pick a plurality of said selections for said set, wherein the said plurality of determined values in each set are based on the values associated with the selections picked by the player for said set;
- (e) cause a display of each of the sets and the values of each predetermined value display associated with ~~in each set~~;
- (f) generate a plurality of awards by selecting, for each one of the sets ~~and regardless of an amount of any of the values~~, a plurality of but not all of the values of said predetermined value displays, said selection occurs regardless of an amount of any of the values of the predetermined value displays ~~associated with the selections picked by the player in said set~~;
- (g) generate a resulting award by selecting at least one but not all of the generated ~~awards from the sets~~; and
- (h) provide said resulting award to the player.

Claim 9 (currently amended): A gaming device comprising:

a display device;

an input device; and

a processor in communication with the display device and the input device, said processor programmed, for each play of a game, to:

(a) cause a plurality of masked selections to be displayed to a player by the display device;

(b) associate a plurality of values with the masked selections prior to said masked selections being picked by the player and without displaying which values are associated with which masked selections;

(c) enable the player to pick a plurality of said masked selections for at ~~designated number of~~least two different predetermined sets, each of said designated number being at least two~~predetermined sets being associated with a plurality of predetermined value displays;~~

(d) for each of ~~the designated number of~~said different predetermined sets, determine a plurality of said values for said predetermined value displays associated with in said predetermined sets by enabling the player to pick a plurality of said selections for said set, wherein the plurality of determined values in ~~each of the sets~~ are based on the values associated with the selections picked by the player for said predetermined set;

(e) cause a display of each of the ~~different~~ predetermined sets and the values of each predetermined value display associated with in ~~each predetermined set;~~

(f) generate a plurality of awards by selecting, for each one of the ~~different~~ predetermined sets ~~and regardless of an amount of any of the values,~~ at least one but not all of the determined values of said predetermined value displays, said selection occurs regardless of an amount of any of the values of said plurality of predetermined value displays associated with the selections ~~picked by the player selected from associated with said different~~ predetermined set; and

(g) provide said plurality of generated awards to the player.

Claim 10 (currently amended): The gaming device of Claim 9, wherein at least the largest value of said predetermined value displays associated with at least one of the different predetermined sets is selected.

Claim 11 (previously presented): The gaming device of Claim 9, which includes a resulting award generated by performing at least one mathematical operation on the plurality of awards from the different predetermined sets.

Claim 12 (previously presented): The gaming device of Claim 9, which includes a resulting award generated by selecting at least one of the plurality of awards from the different predetermined sets.

Claim 13 (canceled).

Claim 14 (currently amended): A gaming device comprising:
a display device;
an input device; and
a processor in communication with the display device and the input device, said processor programmed, for each play of a game, to:

(a) cause a plurality of masked selections to be displayed to a player by the display device;

(b) associate a plurality of values with the masked selections prior to said masked selections being picked by the player and without displaying which values are associated with which masked selections, wherein the associated values are each greater than zero;

(c) enable the player to pick a plurality of said masked selections for at ~~least two designated number of~~ different predetermined sets, each of said designated number being at least two predetermined sets being associated with a plurality of predetermined value displays;

(d) for each of ~~the designated number of said~~ different predetermined sets, determine a plurality of said values for said predetermined value displays associated with in said predetermined set ~~by enabling the player to pick a plurality of said selections for said set,~~ wherein the plurality of determined values ~~in the sets are~~ based on the values associated with the selections picked by the player for said predetermined set;

(e) cause a display of each of the different predetermined sets and the values of each predetermined value display associated with in each predetermined set;

(f) generate a plurality of awards by selecting, for each one of the ~~different predetermined sets and regardless of an amount of any of the values,~~ at least one but not all of the values of said predetermined value displays, regardless of an amount of any of the values of said plurality of predetermined value displays associated with said ~~associated with the selections picked by the player selected from the different predetermined set;~~

(g) generate a resulting award by performing at least one mathematical operation on the plurality of generated awards ~~from the different predetermined sets~~; and

(h) provide said resulting award to the player.

Claim 15 (currently amended): A gaming device comprising:
a display device;
an input device; and
a processor in communication with the display device and the input device, said processor programmed, for each play of a game, to:

(a) cause a plurality of masked selections to be displayed to a player by the display device;

(b) associated a plurality of values with the masked selections prior to said masked selections being picked by the player and without displaying which values are associated with which masked selections;

(c) enable the player to pick a plurality of said masked selections for at ~~least two designated number of~~ different predetermined sets, each of said designated number being at least two predetermined sets being associated with a plurality of predetermined value displays;

(d) for each of the ~~designated number of~~ said different predetermined sets, determine a plurality of said values for said predetermined value displays associated with in said predetermined set by ~~enabling the player to pick a plurality of said selections for said set~~, wherein the plurality of determined values in the sets are based on the values associated with the selections picked by the player for said predetermined set;

(e) cause a display of each of the different predetermined sets and the values of each predetermined value display associated with in each predetermined set;

(f) generate a plurality of awards by selecting, for each one of the different predetermined sets ~~and regardless of an amount of any of the values~~, at least one but not all of the plurality of values of said predetermined value displays, said selection occurs regardless of an amount of any of the values of said plurality of predetermined value displays associated with said associated with the selections picked by the player selected from the different predetermined set;

- (g) generate a resulting award by selecting at least one but not all of the plurality of generated awards ~~from the different predetermined sets~~; and
- (h) provide said resulting award to the player.

Claim 16 (currently amended): A gaming device comprising:

a display device;

an input device;

a processor in communication with the display device and the input device, said processor programmed, for each play of a game, to:

(a) cause a plurality of masked selections to be displayed to a player by the display device;

(b) associate a plurality of values with the masked selections prior to said masked selections being picked by the player and without displaying which values are associated with which masked selections;

(c) enable the player to pick a plurality of said masked selections for at ~~least two designated number of~~ predetermined sets, each of said designated number being at least two predetermined sets being associated with a plurality of predetermined value displays;

(d) for each of ~~the designated number of said~~ predetermined sets, determine a plurality of said values for said predetermined value displays associated with in said predetermined set ~~by enabling the player to pick a plurality of said selections for said set~~, wherein the plurality of determined values ~~in the sets~~ are based on the values associated with the selections picked by the player for said predetermined set;

(e) cause a display of each of the predetermined sets and the values of each predetermined value display associated with ~~in~~ each predetermined set;

(f) generate a plurality of awards by performing at least one mathematical operation on the values of said predetermined value displays, regardless of an amount of any of the values of the predetermined value displays of associated with the predetermined sets;

(g) generate a resulting award by selecting, ~~regardless of an amount of any of the values~~, at least one but not all of the plurality of generated awards ~~associated with the selections picked by the player from the predetermined sets~~; and

(h) provide said resulting award to the player.

Claim 17 (currently amended): The gaming device of Claim 16, wherein at least the largest generated award is selected ~~from the predetermined sets~~.

Claim 18 (currently amended): A gaming device comprising:
a display device;
an input device; and
a processor in communication with the display device and the input device, said processor programmed, for each play of a game, to:

(a) cause a plurality of masked selections to be displayed to a player by the display device;

(b) associate a plurality of values with the masked selections prior to said masked selections being picked by the player and without displaying which values are associated with which masked selections;

(c) enable the player to pick a plurality of said masked selections for at ~~least two~~ designated number of different predetermined sets, each of said designated number being ~~at least two~~ predetermined sets being associated with a plurality of predetermined value displays;

(d) for each of ~~the designated number of~~ said different predetermined sets, determine a plurality of said values for said predetermined value displays associated with in said predetermined set ~~by enabling the player to pick a plurality of said selections for said set~~, wherein the plurality of determined values in ~~the sets~~ are based on the values associated with the selections picked by the player for said predetermined set;

(e) cause a display of each of the ~~different~~ predetermined sets and the values of each predetermined value display associated with in each predetermined set;

(f) generate a plurality of awards by performing a plurality of mathematical operations on the values of the predetermined value displays, regardless of an amount of any of the values of the predetermined value displays selected from the ~~associated with said different~~ predetermined sets;

(g) generate a resulting award by selecting, ~~regardless of an amount of any of the values~~, at least one but not all of the plurality of generated awards associated with the selections picked by the player; and

(h) provide said resulting award to the player.

Claim 19 (original): The gaming device of Claim 17, wherein the mathematical operations are selected from the group consisting of: addition, subtraction, multiplication and division.

Claim 20 (currently amended): The gaming device of Claim 18, wherein at least the largest generated award ~~from the different predetermined sets~~ is selected.

Claim 21 (currently amended): A gaming device comprising:
a display device;
an input device; and
a processor which communicates with the display device and the input device, the processor programmed, for each play of a game, to:

(a) display a plurality of masked selections, wherein said masked selections are associated with a plurality of values prior to said masked selections being picked by the player and without displaying which values are associated with which masked selections, and wherein the associated values are each greater than zero;

(b) enable the player to pick a plurality of said masked selections for at ~~least two designated number of~~ sets, ~~each of said designated number being at least two sets being associated with a plurality of predetermined display values;~~

(c) ~~select-determine a plurality of said values for said plurality of predetermined value displays associated with each set based on a-the selections picked by the player's pick of a plurality of the selections for said set;~~

(d) display the ~~selected-values of said predetermined value displays associated with-in~~ at least one of said sets of a plurality of values, wherein the plurality of determined values ~~-in the set~~ are based on the values associated with the selections picked by the player for said set;

(e) cause a display of each of the sets and the values of each predetermined value display associated with-in each set;

(f) generate an award by selecting, ~~regardless of an amount of any of the values;~~ at least one but not all of the values of said predetermined value displays associated with at least one of said sets, said selection occurs regardless of an amount of any of the determined values of said predetermined value displays associated with said set ~~associated with the selections picked by the player in at least one set;~~ and

(g) provide said generated award to the player.

Claim 22 (currently amended): The gaming device of Claim 21, wherein the display device and the processor are adapted to select at least the highest value of said predetermined value displays associated with said set.

Claim 23 (currently amended): A gaming device comprising:

a display device;

an input device; and

a processor adapted to communicate with the display device and the input device, the processor programmed, for each play of a game, to:

(a) display a plurality of masked selections, wherein said masked selections are associated with a plurality of values prior to said masked selections being picked by the player and without displaying which values are associated with which masked selections, and wherein the associated values are each greater than zero;

(b) enable the player to pick a plurality of said masked selections for at least two different designated number of sets, each of said designated number being at least two sets being associated with a plurality of predetermined value displays;

(c) select-determine a plurality of said values for said predetermined value displays associated with each set based on a-the selections picked by the player's pick of a plurality of the selections for said set;

(d) display the selected-determined values of said predetermined value displays associated with in a plurality of different each of said sets of values, wherein each set includes a plurality of values, wherein the plurality of values in the sets are based on the values associated with the selections picked by the player for said set;

(e) cause a display of each of the sets and the values of each predetermined value display associated with in each set;

(f) generate awards from the sets by performing at least one mathematical operation on the values of said predetermined value displays associated with the sets, regardless of an amount of any of the determined values of the predetermined value displays associated with from the plurality of different sets;

(g) generate a resulting award by selecting, regardless of an amount of

~~any of the values, at least one but not all of the generated awards associated with the selections picked by the player from the plurality of different sets; and~~

(h) provide said resulting award to the player.

Claim 24 (currently amended): The gaming device of Claim 23, wherein the display device and the processor are adapted to select at least the highest generated award from the plurality of generated awards.

Claim 25 (currently amended): A gaming device comprising:

a display device;

an input device; and

a processor which communicates with the display device and the input device, the processor programmed, for each play of a game, to:

(a) display a plurality of masked selections, wherein said masked selections are associated with a plurality of values prior to said masked selections being picked by the player and without displaying which values are associated with which masked selections, and wherein the associated values are each greater than zero;

(b) enable the player to pick a plurality of said masked selections for at least two different designated number of sets, each of said designated number being at least two sets being associated with a plurality of predetermined value displays;

(c) ~~select-determine~~ a plurality of said values for said predetermined value displays associated with each set based on the selections picked by the a player's pick of a plurality of the selections for said set;

(d) display the ~~selected-determined~~ values of said predetermined value displays associated with ~~in a plurality of each of said different sets of values, wherein each set includes a plurality of values, wherein the plurality of determined values in the sets are based on the values associated with the selections picked by the player for said set;~~

(e) cause a display of each of the sets and the values of each predetermined value display associated with in each set;

(f) generate awards from the sets by selecting, ~~regardless of an amount of any of the values, at least one but not all of the values of said predetermined value displays, regardless of an amount of any of the values of the predetermined value displays associated with the selections picked by the player of the different sets;~~

(g) generate a resulting award by performing at least one mathematical

operation on the generated awards ~~from the plurality of different sets~~; and

(h) provide said resulting award to the player.